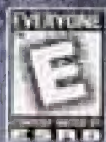


TWISTED EDGE

extreme
snowboarding



instruction MANUAL



MIDWAY

NINTENDO 64



WARNING

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THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES. BEFORE USING THE ACCESSORIES, PLEASE READ THE RUMBLE PAK AND CONTROLLER PAK ACCESSORY INSTRUCTION BOOKLETS CAREFULLY. FOLLOW ON-SCREEN INSTRUCTIONS TO DETERMINE WHEN YOU SHOULD INSERT OR REMOVE THE RUMBLE PAK AND CONTROLLER PAK ACCESSORIES.

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the legal screens appear, you may go right to the game by pressing the START Button.



CONTROLLER PAK MENU

Press and hold the Start Button upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller Pak.

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center.

CONTROLLER

Before you begin your game, familiarize yourself with the controls.



QUITTING A COURSE IN PROGRESS

Press **START** to pause the game. The Pause Options Screen will appear. Highlight **Exit**, then press the **A** Button.

GAME CONTROLS



MENU SELECTIONS

- Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options.
- Press the A Button to select options.
- Press the B Button to go back to a previous menu.

MAIN MENU

The Main Menu displays various modes within the game. Read about each mode, then select the one you like.

COMPETITION MODE

In "Competition" mode, the player races against three computer opponents in an attempt to qualify for the next race. The player starts with the "novice" competition, and based on performance, gains the ability to choose the next level of competition. Each competition consists of three to six races, where the player gets points for finishing in the top three. To go on to the next level of competition, the player must place first overall in the previous competition. If the player places first in all the races in their competition they receive a medal which appears on the Enter Event screen. In later levels of competition, you must win medals in all previous competition modes to advance. In addition to receiving access to a higher level of competition, more tracks, player models and snowboards become accessible.

STUNT CHALLENGE

"Stunt Challenge" mode allows the player to perform super stunts and aerial moves. A counter keeps track of the players points and gives the player a score at the completion of the course. The player must perform moves within a certain time period to earn stunt points, but you can add on extra seconds by successfully completing stunts. Each course requires that you earn a certain point total before you can move onto the next course.

MAIN MENU

VS. RACE

"Vs. Race" mode allows two players to compete in a head to head competition down the track. With a split screen, players can watch not only themselves, but the other player as well. But don't take your eyes off your own screen for too long, the results could be ugly.

PRACTICE

In "Practice" mode the player can fine tune their racing or trick skills without having to worry about the competition or points. "Ghost" mode allows you to improve your time by racing your computer controlled ghost. You can unlock more practice tracks by doing well in other game modes.



OPTIONS

Use the Options Menu to make modifications to the game's default option settings.

SOUND

You can adjust the volume of certain audio features in the game or turn off the sounds completely.

SPEECH: On / Off

MUSIC: Adjust the volume of the background music.

SFX VOLUME: Adjust the volume of the sound effects.

MUSIC TEST: Sample the background music. Seven audio tracks are available.

SPEED

Measure your speed with either miles or kilometers per hour (MPH/KPH).

VIEW SCORES

Top stunt scores are available for Big Jump and Stunt Challenge. Top times for each course are also available.

GAME DATA

Use this option to save and load data.

CREDITS

Want to see who helped create the game? This option allows you to do that.

PLAYER SELECT

The Player Select screen allows you to choose your Snowboarder. Various statistics are available for you to see how your Boarder will perform against the competition. Each Boarder is either goofyfooted (right foot forward) or regular footed (left foot forward). Along with each one's riding stance you can see their age and country of origin.

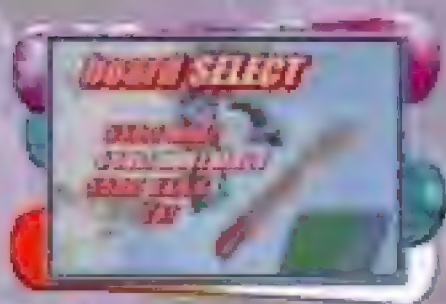


Individual statistics are measured by:

- WT** - Weight of the boarder.
- AG** - Agility of the boarder.
- SK** - Skill of the boarder.
- ST** - Strength of the boarder.

BOARD SELECT

First snowboards are immediately available for you to race. Each has it's own strengths and weaknesses, depending on which course you plan to take. As you gain experience in the game, more snowboards will be available.



Board stats are measured based on the following information:

- EC** - Edge Control of the snowboard.
- FX** - Flex of the snowboard.
- LN** - Length of the snowboard.
- ST** - Strength of the snowboard.

ON THE SLOPES

2011 PLAYER MODEL



Information is displayed on the screen to play by knowing your position, speed, speed limit, and how up the track you just pulled off.

2012 PLAYER MODEL



TRACKS



EASY SLIDER

The easiest course. Easy Slider is great for competition. Huge jumps and great downhill action allow for some extreme stunts!

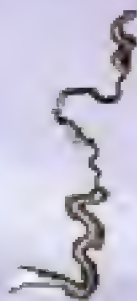
FUNKY TOWN

Funky Town is a course that, after a huge jump, speeds you through an icy tunnel. Speeds pick up and the turns tighten, so be prepared!



SPLASH DOWN

Smash Down is a winding course which features a frozen river where you can slide your way to victory!



TWISTY CANYON

Twisty Canyon features strong turns, big jumps, and obstacles that will push your skills even further than before. One wrong move in a competition could easily spell defeat!



TRACKS



GLACIER GULCH

Glacier Gulch is a very fast-paced, sharp-turning, intense course. Your skis need to be sharp, and you'll better be focused, because this track is tough!

POLAR PARADISE

Polar Paradise offers a great downhill course with great turns and fabulous jumps. The course is quite fast at times and the turns can get pretty sharp, so watch that edge control on your board!



BIG JUMP

After dropping out of a helicopter, you hit the course known as Big Jump. Test your stunt skills as you soar off of the huge jumps. Try to get as many points as you can and still come out alive!

TWISTED MOVES

Ok, we've given you the moves right off the bat, but you need to learn the combos. Read through and use Practice Mode to perfect them.

FLIPS

Read below to get your moves down on the game's various flips.

BACK FLIP

Up, Down, A (Hold Control Stick down to do multiple Back Flips)

EGG FLIP

Left, Right, Left, A (or) Right, Left, Right, A

RODEO

Left, Down, Right, A

MISTY FLIP

Right, Down, Left, A

FRONT FLIP

Up, Down, Up, A

MCTWIST 720

Right, Down, Left, Up, A

SPINS

180, 360, 720, ETC.

Left, A (or) Right, A (hold left or right on Control Stick to Spin)

SHIFTY AIR

Down, Right, A

TWISTED MOVES

GRABS

TAIL GRAB - Z Button

TUNA SALAD - Z + Down

TWEAKED TAIL GRAB - Z + Left

TAIL POKE - Z + Right

STALE FISH AIR - Z + Up

INDY GRAB - B Button

INDY NOSE BONE - B + Down

TWEAK - B + Left

STIFFY - B + Right

CRAIL AIR - B + Up

HEEL GRAB - Left C Button

MELANCHOLY - Left C + Down

METHOD - Left C + Left

HOCKET AIR - Left C + Right

CROSSBONE METHOD AIR - Left C + Up

NOSE GRAB - R Button

FRESH FISH - R + Down

NOSE POKE AIR - R + Left

PALMER AIR - R + Right

SAD KEN - R + Up

OTHER

CHANGE STANCE - R Button or L Button (depending on stance)

SLOW DOWN - Down + Left or Right on Control Stick

BOARDERS



GANTZ

Age: 28

Gantz is a regular-footed snowboarder from Germany. Gantz is a well-balanced rider combining speed, power, and good technique. He is currently struggling to keep his sponsor.



SILVIA

Age: 22

Hailing from France, Silvia is a very pretty competitor. Her accurate and beautiful riding techniques really appeal to the judges. She is regular-footed and hopes to do well in future competitions.



RYO

Age: 18

A rookie from Japan, Ryo has a natural sense of balance. His goofy-footed riding stance is rough at times, but his skills are improving. He is hoping to gain a sponsor and lead a knockout life.

BOARDERS



KEVIN

Age: 18

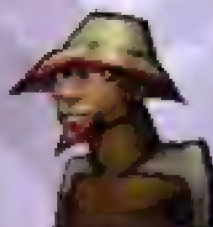
Kevin is a regular-footed boarder from Oregon. Basically stumbling into the sport, Kevin is now an instructor. He does pretty good in competition, but he usually competes just for fun.



NIEMO

Age: 20

Niemo was born in Milan, Italy, but didn't learn how to snowboard until she was a student in France. Niemo is at peace outdoors as her graceful riding style shows.



BEN

Age: 28

A rich kid from Manchester, England, Ben uses technique instead of reckless riding. Usually scoring well with judges, Ben is unfortunately without a sponsor. He hopes this will change soon.

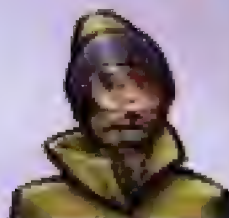
BOARDERS



BORETH

Age: 19

Even having been born and raised in Canada, Boreth is fairly new to the pro snowboarding world. An emotional person and a great boarder, Boreth is hoping to gain a couple more sponsors this season.



BOB

Age: 38

Nobody knows where the boarder Bob is from. His riding skills are aggressive and sometimes dangerous. He is still snowboarding to maintain the professional lifestyle he has grown accustomed to over the years.



TOK (TOKAREV)

Age: 26

Tok lives in Russia with his mother and two sisters. A professional at snowboarding, he supports his family through his sponsors. An excellent rider who does well, Tok has no plans of changing sponsors or losing them for that matter.

SNOWBOARDS

When choosing a snowboard, remember to keep in mind what track you will be competing on and what sort of functions your board needs to be able to perform. Having good edge control on a course such as Twisty Canyon, will help you out a great deal. But using the same board on another course can either help you or hurt you depending on what you choose to ride. A Boarder's own statistics can be improved by a good riding technique. When rounding corners, you might find that one rider is fine, but another Boarder seems to have some trouble coming out of the turn. This is attributed to the rider, not the board. The same rider on a different board may have different results.



The only thing certain in Twisted Edge Extreme Snowboarding is the fact that practice makes perfect!

OBSTACLES & TRACK CONDITIONS

There are many things that can ruin your perfect day on the snow. Besides watching for rocks and other buried objects, you must be cautious of trees and falling ice. However, nature isn't the only thing to steer clear of. Snow plows are on the course, as are water towers, oil pipes and windmills. These man-made objects will slow you a great deal if you happen to smack into one. Duh!



There are six different track conditions that you will encounter on the various courses. Some will help you to victory while others will make you the laughing stock of the competition. These conditions include regular snow and powder snow. The regular snow helps you at times, but the powder can slow you. Frozen rivers and hard ice can help you speed up during a race, but it is extremely difficult to control yourself on ice.

Oil pipes will slow you and are very difficult to maneuver in and Ice Tunnels take a lot of concentration - one wrong move can cause a wipeout and ruin your chances at victory, not to mention your day. If for some reason, you happen to get stuck, simply push Up twice on the Control Stick when going under 10 miles per hour, and this will get you going again. To change direction, tap Down on the Control Stick, and you'll turn around. Got it?

HIDDEN FEATURES

Twisted Edge Extreme Snowboarding is loaded with surprises! While playing, make sure you keep track of any surprises you might find. Look for hidden trails on the more difficult courses. If you happen to find one, not only are they fun, but they could even help you win a lot easier.

Other surprises include secret riders and snowboards. As you advance in difficulty, you will be able to choose from more riders and snowboards. Each has their own strengths and weaknesses that must be learned before you can master them. Try to score well in every competition; you never know what you might be rewarded with!

Another feature you can unlock is the Mirrored Race Feature. This allows you to race tracks in a mirrored fashion. For instance, if there was a snowprow on the right, it will now be on the left. This allows you to make up new runs and new strategies on a completely mirrored course! Bid nice again, you have to prove yourself in order to use this feature. Have fun, but be careful, it can be downright dangerous out there!

STUNT SCORES

Use this space to keep a record of your high scores!

PLAYER 1

PLAYER 2

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

COURSE TIMES

Use this space to keep a record of your best times!

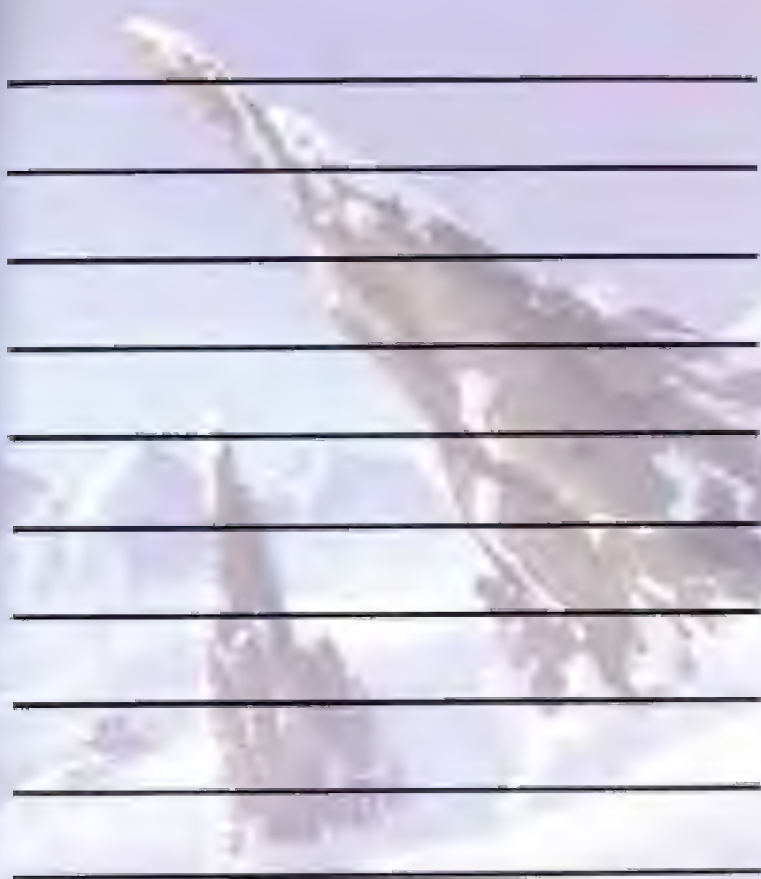
PLAYER 1

PLAYER 2

NOTES

A background image showing a rocket launch. A large plume of white smoke and fire is visible on the left side, with a rocket body extending upwards towards the top right. The sky is a pale blue. Overlaid on the right side of the image are ten horizontal black lines for taking notes.

NOTES



NOTES

NOTES

CREDITS

BOSS GAME STUDIOS

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INTERFACE & AI PROGRAMMER
ADDITIONAL TOOLS
TRACK ARTISTS

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BACKGROUNDS & CHARACTER DESIGNS
CHARACTER ANIMATIONS
INTERFACE ART

SOUND EFFECTS
MUSIC
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KEMCO

BOSS

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